



EDUCATION

University of Montana (Missoula, MT)

(2021-2025)

--Bachelors of Media Arts and Game Design

Montana University (Great Falls, MT)

2019-2021

--General Associates

Experience

- Conducted playtesting and QA testing for multiple game projects, identifying bugs, balancing issues, and usability concerns.
- Evaluated game mechanics for balancing, fairness, and player engagement, providing structured feedback for improvements.
- Used Unreal Engine and Unity to test assets, mechanics, and level functionality, identifying performance issues and inconsistencies.
- Participated in beta tests for providing structured feedback on game performance, UI clarity, and gameplay balance.
- Submitted detailed bug reports and feedback to developers via forums, surveys, and tracking tools.
- Assessed player experience, difficulty balancing, and game flow, helping developers refine gameplay elements before release.

Skills

Bug Tracking & Regression Testing –

Tracked, followed up, and re-tested issues to ensure proper resolution.

Task Prioritization & Team Collaboration –

Effectively prioritized tasks and worked closely with teammates to meet deadlines.

Project & Timeline Management –

Maintained strong awareness of project and development timelines.

Process Improvement & Skill Development –

Continuously sought ways to improve testing tools, procedures, and personal skills.

Strengths

II Communication Skills

II Adaptability

II Attention to Details

- Time management and Efficiency
- Critical Thinking
- Problem Solving

CONTACT ME



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